

Barbarians

A Basic Fantasy RPG Supplement

Release 1

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides rules for playing Barbarians under the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASS

The new class described in this supplement is considered a subclass of the Fighter. As such, it has the same attack bonus and saving throws as a Fighter of the same level. It should be treated as a Fighter for all purposes, unless otherwise noted.

Barbarian

Level	Exp. Points	Hit Dice
1	0	1d8
2	2,500	2d8
3	5,000	3d8
4	10,000	4d8
5	20,000	5d8
6	40,000	6d8
7	80,000	7d8
8	150,000	8d8
9	300,000	9d8
10	450,000	9d8+2
11	600,000	9d8+4
12	750,000	9d8+6
13	900,000	9d8+8
14	1,050,000	9d8+10
15	1,200,000	9d8+12
16	1,350,000	9d8+14
17	1,500,000	9d8+16
18	1,650,000	9d8+18
19	1,800,000	9d8+20
20	1,950,000	9d8+22

Barbarians are warriors born in savage lands, far from the mollifying comforts of civilization. Barbarians rely on hardiness, stealth and foolhardy bravery to beat their enemies.

Requirements: In order to qualify to be a barbarian, one must have rolled a Strength of 9 or higher, a Dexterity of 9 or higher, and a Constitution of 9 or higher.

Barbarians may use any armor or shields. They may wield any weapons desired.

The class is open to Dwarves, Humans, Half-Ogres and Half-orcs.

Barbarians wearing no armor or at most Leather armor may employ the following abilities:

Alertness: Only a Thief one or more levels higher than the Barbarian can use the backstab ability on the Barbarian.

Animal reflexes: The barbarian can be surprised only on a roll of 1 on 1d6.

Hunter: In the wilderness Barbarians can surprise enemies on a roll of 1-3 on 1d6.

Runner: The Barbarian adds 5' to his or her tactical movement.

Barbarians have two additional special abilities they can always use, regardless of armor worn:

Diehard: This ability allows the Barbarian to keep fighting even after his or her Hit Points are exhausted.

Use either the Save vs. Death or Negative Hit Points option to simulate this power (whatever of the two rules you are already implementing in your campaign), with the following exception for Barbarians:

Save vs. Death: If the Saving Throw is successful the Barbarian remains conscious and capable of action. He has 0 Hit Points, and each and every hit suffered requires a new saving throw.

Negative Hit points: Even at negative hit points, even if he or she is bleeding out at the usual 1 HP per round rate, the Barbarian can keep moving and fighting until he or she reaches the fatal number of negative Hit Points (-10 or the negative Constitution score, whichever the GM has selected).

Rage: Once per day a barbarian can fly into a Rage, which will last ten rounds. While raging, a Barbarian cannot use any abilities that require patience or concentration, nor can he or she cast spells or activate magic items of any kind (including potions). Of course, magic items with a continuous effect (like a Ring of Protection) continue to function.

A BASIC FANTASY SUPPLEMENT

While raging, the Barbarian must charge directly into combat with the nearest recognizable enemy. If no enemy is nearby, the Barbarian's must end his or her rage (see below) or else attack the nearest character.

While raging, the character temporarily gains a +2 bonus on attack rolls, damage rolls and saving throws versus mind-altering spells, but suffers a penalty of -2 to Armor Class.

DIVINE CHAMPIONS

The Barbarian may prematurely end his or her rage with a successful saving throw versus Spells.

At the end of the rage, the Barbarian loses the rage modifiers and becomes fatigued, suffering a penalty of -2 to attack rolls, damage, Armor Class, and Saving Throws. While fatigued, the Barbarian may not charge nor move at a running rate. This state of fatigue lasts for an hour.

A Barbarian may use this ability up to two times per day at 6th level and three times per day at 12th level.

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